OUTSIDE FRONT COVER
PLACEHOLDER

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

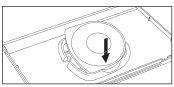
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

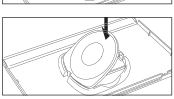
Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD™

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.





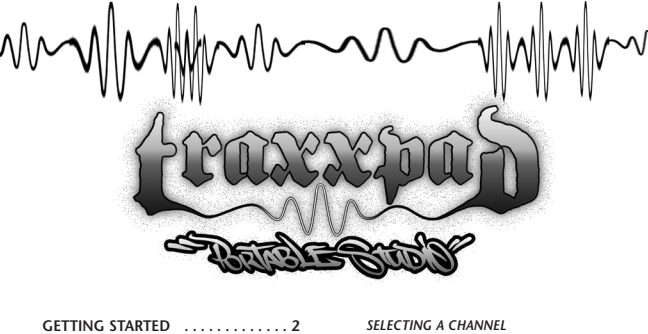
Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

ULUS 10272



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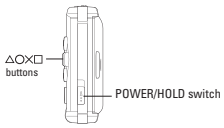
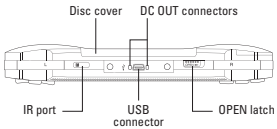
GETTING STARTED

Right side view



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. Insert the *Traxxpad™ Portable Studio* disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

MEMORY STICK DUO™

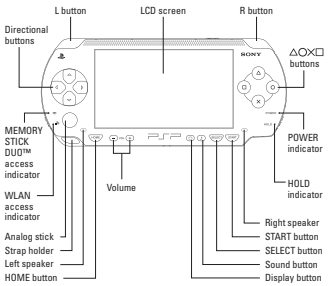
WARNING! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP system. You can load saved game data from the same memory stick or from any Memory Stick Duo containing previously saved games.

NOTE: *Traxxpad Portable Studio* requires 1.2MB of free space on a memory stick in order to save game data.

BASIC CONTROLS

PSP® (PlayStation®Portable) system configuration



MAIN MENU	
Highlight option	directional buttons ⬆/⬇
Accept	⊗ button
Cancel	◎ button
MODULES	
Switch channel group (A/B)	L button
Jog Grid forward/back	analog stick ⬅/➡ (while paused)
Play sound/sequence	△/□/◎/⊗ button
Toggle Play/Pause	SELECT button
Toggle Record on/off	SELECT button (hold 2 sec.)
Mute channel/sequence	R button
Open Controller Configuration Menu	L + R buttons (hold 2 sec.)
CAROUSEL MENUS	
Open Main Menu	START button
Open Channel Select Menu	L button (hold 2 sec.)
Open Bank Select Menu	R button (hold 2 sec.)
Highlight item	analog stick (jog to item)
Select item	analog stick (jog to item) + ⊗ button
Page forward/back (when available)	R button/L button
Exit screen	△ button
Exit menu	START button
MULTI-FUNCTION DISPLAY	
Change mode	directional buttons ⬅/➡
Change value	directional buttons ⬆/⬇

For specific Module controls, check the Controller Configuration Menus, or see the relevant section in this manual.

INSTANT MUSIC!

Traxxpad Portable Studio turns your PSP system into a sophisticated, yet easy-to-use, multi-track recording studio for beat building and song composition. Choose from over 1000 sounds, including musical instruments and popular sound samples, to create your own unique composition.

Traxxpad Portable Studio is inspired by today's most popular multi-track sequencers and drum machines. Music studios integrate expensive mixers, recorders and effects processors to create music at huge expense. *Traxxpad Portable Studio* brings the music studio to the PSP system as a portable, easy to use, affordable music creation and editing suite.

With *Traxxpad Portable Studio*'s inspired blend of user controls, finely tuned musical sequencer, and sophisticated audio quantizer, you'll be creating music instantly! *Traxxpad Portable Studio*'s features include:

- *MODELS & SKINS* — Boombox, Donk, Robot...choose a Model and Skin for your portable studio that fits your style. All skins transform into the *Traxxpad Portable Studio*'s Modules and use the same functionality. You don't have to learn new controls — just enjoy!
- *MODULES* — Use *Traxxpad Portable Studio*'s four Modules to create music, just like today's professional studio. Use R.T.I.S.T.™ to create beats, step-by-step. With MeLOD™, you can fine-tune individual notes in a track. Use S.T.A.C.™ to assemble your musical sequences into songs, export them as MP3™ files and share with friends. You're the MC with MyXxer™, where you can set up a jam session of your sequences and freestyle over them!
- *CAROUSEL MENU* — *Traxxpad Portable Studio*'s unique circular menu arrangement lets you move quickly through a rich selection of sounds and options. And it's always accessible from anywhere in the application!
- *RECORDER* — With this mode and a PSP system headset (sold separately), record your own voice, friends' sound bytes, or any audio sample to make unique sounds to use in your *Traxxpad Portable Studio* compositions.
- *CHOP SHOP* — Edit any *Traxxpad Portable Studio* sound with tools like *Trim, Fade In/Fade Out, Normalize, Reverse* and *Gain*.
- *COMBINER* — Combine multiple sounds and mix them to create unique single sounds.
- *SHARE BEATS* — Trade files with friends and other musicians in your wireless range through the power of the PSP system's Ad Hoc Mode.

MAIN MENU

Start from the Main Menu to access *Traxxpad Portable Studio*'s features. Press the directional buttons ⬇/⬆ to highlight an option, then press the ⊗ button to select it.

Main Menu options are:

- *MAKE BEATS* — Select this option to launch *Traxxpad Portable Studio*. From here, you can build, edit and save beats and compose songs with *Traxxpad Portable Studio*'s many features. ***For a quick start to begin making beats, turn to page 6.***

- *CHOOSE SKIN* — Choose a user interface for your *Traxxpad Portable Studio* session. Use the directional buttons to browse through the various Models (⬅/➡) and Skins (⬆/⬇). Press the ⊗ button to select the displayed Skin. (Downloaded Skins can also be selected here.)

Traxxpad Portable Studio's functions and operation are the same for all Skins.

- *SHARE BEATS* — Network with other PSP system users in Ad Hoc Mode to share sequences, tracks, banks, songs and jams. ***See page 44 for information.***

- *CREDITS* — See the names of the creative and development team members behind *Traxxpad Portable Studio*.

QUICK START

The quickest way to start creating beats is by using *Traxxpad Portable Studio*'s R.T.I.S.T. module.

ADDING SOUNDS IN R.T.I.S.T.

1 Choose Skin

Starting from the Main Menu, select *CHOOSE SKIN*.

Press ⬇ then ⊗ button

Browse through the various Models and Skins and select one.

Models ⬅/➡, Skins ⬆/⬇, then ⊗ button

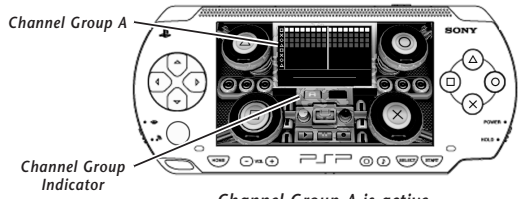
2 Launch Traxxpad

Back on the Main Menu, select *MAKE BEATS* and press the START button to launch *Traxxpad Portable Studio*. The Skin selected in step 1 transforms into the user interface.

Press START button

3 Identify Channel Group A

When the R.T.I.S.T. module appears, the first four channels at the top (*Channel Group A*) are active. Notice that the *A* in the Channel Group Indicator is lit.



Channel Group A is active

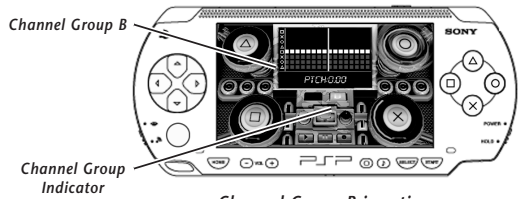
4 Play Sounds, Create a Beat

Press the △, □, ○ and ✕ buttons to play sounds. Each single sound is configured to one of the buttons. Try creating a beat by pressing any buttons in a sequence.

Press △, □, ○, ✕ buttons

5 Switch to Channel Group B

Tap the L button to activate the lower set of four channels (*Channel Group B*). Notice that the *B* in the Channel Group Indicator is now lit. Play the sounds in Channel Group B by pressing the △, □, ○ and ✕ buttons.



Channel Group B is active

Press △, □, ○, ✕ buttons

6 Mash Buttons

Let loose! Switch channel groups and mash buttons.

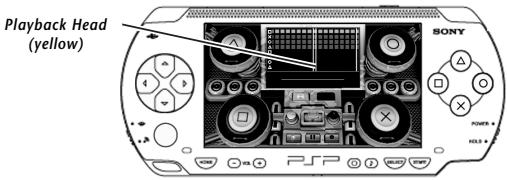
- *Press the △, □, ○ and ✕ buttons to play sounds.*
- *Tap the L button to switch channel groups.*

Do you like what you hear? Now you're ready to record...

RECORDING SOUNDS IN R.T.I.S.T.

7 Begin Playback

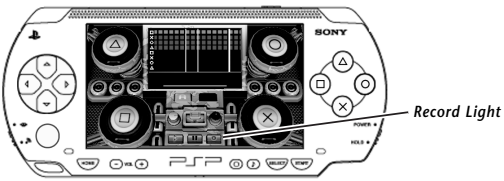
Tap the SELECT button to begin playback. The playback head (yellow vertical line) starts moving across the channels (it looks like the channels are scrolling left).



Tap SELECT button

8 Start Recording

Press and hold the SELECT button for 2 seconds to engage the Record function (the Record light at the lower left of the ✕ button icon will glow red).



Press and hold SELECT button 2 sec.

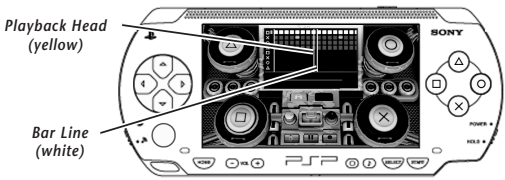
- *Tap the SELECT button to toggle Playback/Pause.*
- *Hold the SELECT button 2 sec. to toggle Record on/off.*
- *Make sure Record is ON (the red light is blinking) in order to put sounds in the channels during playback.*

9 Lay Down Notes

While recording is active, each time you press the △, □, ○ or ✕ button, a single sound is recorded. The square under the playback head, in the channel indicated by the button you pressed, fills. The filled square marks the position of the recorded sound. The filled square is a *note*. Keep pressing buttons and switching channels to lay down notes.

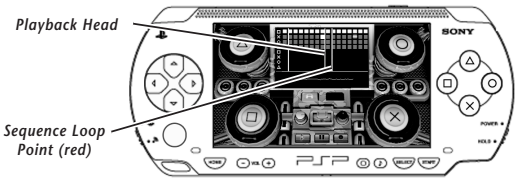
10 Listen to the Metronome Mark the Beat

Each note is worth 1 beat. As the playback head passes over the notes, you'll hear the metronome audibly mark time, 4 beats to a bar.



11 Watch for the Sequence Loop

When all the beats have played, the playback head reaches the red vertical line. This marks the end of the *sequence,* that is, eight channels of note data. The playback head keeps moving, and the beats begin playing all over again. In other words, the sequence *loops*.

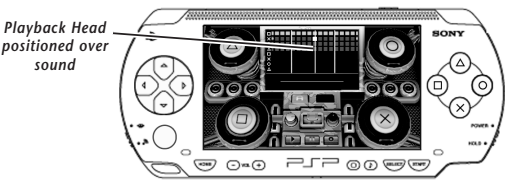


EDITING YOUR BEATS

12 Turn Sounds Off/On

Try editing the beats you've recorded, by turning sounds on and off. Tap the SELECT button to pause playback.

- To turn off a sound, jog the analog stick ⬅/➡ to position the playback head over a sound. The targeted sound turns white. Check that the correct channel group (*A* or *B*) is active (tap the L button to switch channel groups), and press the button (△, □, ○ or ✕) corresponding to that sound. The sound will be turned off.
- To turn on a sound, press a button when the playback head is over an empty square.



Jog analog stick ⬅/➡, press △, □, ○, ✕ buttons

Tap the SELECT button to toggle Playback/Pause.

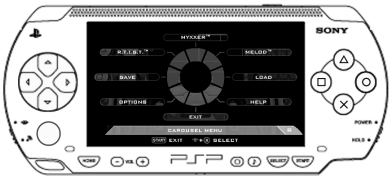
Press a channel button (△, □, ○, ✕) to toggle a sound on/off.

13 Resume Playback

After editing your sounds, tap the SELECT button again to resume playback, and enjoy the beats you've created.

14 Open the Carousel Main Menu

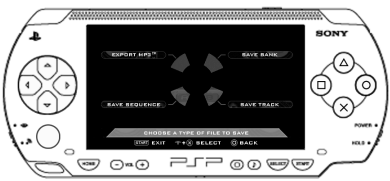
Save your beats to use in creating songs. Press the START button to open the Carousel Main Menu. Jog the analog stick to *SAVE*, hold the analog stick in place, and press the SELECT button.



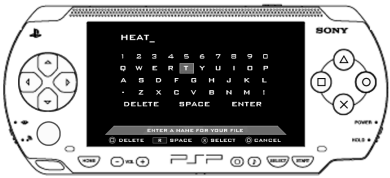
Jog analog stick to SAVE, hold, press ⊗ button

15 Save Your Sequence

Select *SAVE SEQUENCE* on the next screen in the same way. Name your sequence by using the virtual keyboard. Select *ENTER* and then *YES* to complete the save.



Jog analog stick to SAVE SEQUENCE, hold, press ⊗ button



Enter name, select ENTER, then YES

You've created and saved a sequence. Awesome!

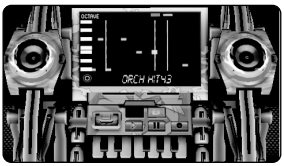
Press the ◎ button to return to R.T.I.S.T.

INTRO TO THE MODULES

With its four Modules, *Traxxpad Portable Studio* turns your PSP system into a portable professional music studio.

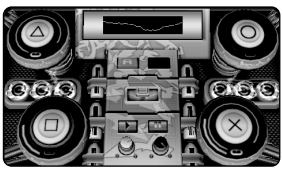
- ***R.T.I.S.T.*** **— Use R.T.I.S.T.'s eight sound channels to create and edit music beats, step-by-step. Save your sequences to fine-tune, combine into songs, or export to MP3 and share with your friends!** ***The R.T.I.S.T. section begins on page 22.***

- ***MeLOD*** **— Develop your melodies. With MeLOD, your PSP system becomes a digital instrument that lets you fine-tune individual notes in a track. Use MeLOD to edit the properties of single notes, such as pitch, balance and volume, to create refined melodies.** ***The MeLOD section begins on page 28.***



- ***S.T.A.C.*** **— Make songs! Once you've created a collection of musical sequences, assemble them into songs that you can export to MP3 and share with your friends.** ***The S.T.A.C. section begins on page 33.***

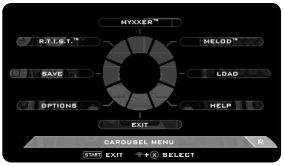
- ***MyXxer*** **— You're the MC. Set up a jam session of your *Traxxpad Portable Studio* sequences and freestyle over them!** ***The MyXxer section begins on page 36.***



Each Module has a Controller Configuration Screen that provides a quick visual reference its controls. Press the L button + R button for 2 seconds in any Module to display this screen.

CAROUSEL

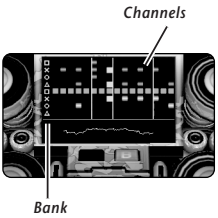
The Carousel is a menu option selection wheel you can access at any time during a *Traxxpad Portable Studio* session. Use it to select Modules, scroll through and select from *Traxxpad Portable Studio*'s gigantic sound library, select individual channels and adjust their attributes, change option settings, and save/load data.



Carousel Main Menu
(as seen in the S.T.A.C. Module)

CAROUSEL MENUS

- *MAIN MENU* — Use this menu to navigate to different Modules, save/load *Traxxpad Portable Studio* data, access *Traxxpad Portable Studio* help, and change option settings. ***The Main Menu section begins on page 14.***
- *CHANNEL SELECT MENU* — Use this menu to activate an individual channel for editing. (In the R.T.I.S.T. Module, the eight channels are displayed horizontally.) ***The Channel Select Menu section is on page 16.***
- *BANK SELECT MENU* — Use this menu to edit the currently active bank of Sounds. (In the R.T.I.S.T. Module, the bank of eight Sounds is displayed vertically, and is divided into two channel groups of four Sounds each.) ***The Bank Select Menu section is on page 17.***



CAROUSEL ICONS

Sections of the Carousel wheel have icons that indicate the kind of selection you're making. For example, if you see an icon for a sound in the section you are selecting, it means that you are selecting a sound. Serving as navigation aids, the icons help you know what kind of items you will access. Be sure to use these helpful icons for assistance in making menu selections quickly.

Folder – A directory of items or information.

Note – An individual sound.

Sustained Note – A sound whose duration is determined by how long you hold the button.

Combined Sound – A single sound created by combining 2 to 4 sounds.

Recorded Sound – Individual sound recorded using the PSP system headset or USB microphone.

Bank – A set of eight sounds.

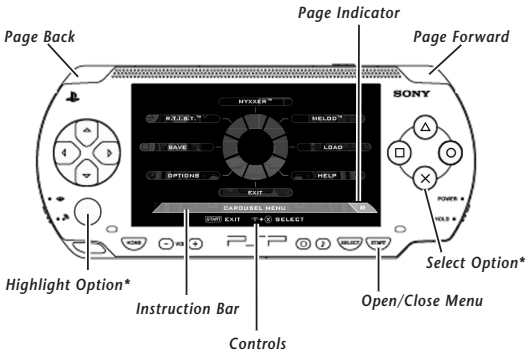
Active Bank – Bank currently in use.

Help – *Traxxpad Portable Studio* help topic.

MAIN MENU

From the Main Menu, you can navigate to different Modules, save/load *Traxxpad Portable Studio* data, access *Traxxpad Portable Studio* help, and change option settings.

Press the START button from anywhere within *Traxxpad Portable Studio* to open the Carousel Main Menu. The displayed options will differ depending on the Module you are working from.



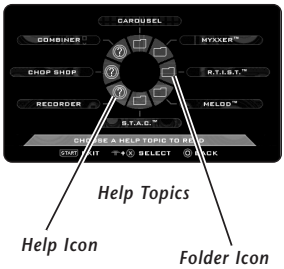
MAIN MENU CONTROLS

Open Main Menu	START button
Highlight option	analog stick (jog to item)
Select option	analog stick (jog to item) + ⊗ button
Page forward/back	R/L buttons
Exit to previous screen	○ button
Close Main Menu	START button

- The instruction bar at the bottom of each menu screen tells you what to do on that screen. Below it, you'll see the controls you can use.
- Jog the analog stick to highlight different options. Hold the analog stick and press the ⊗ button to select a highlighted option.
- When a menu screen has multiple pages, R and L prompts appear to the right and left of the instruction bar. Press the R button to page forward; press the L button to page back.
- Press the ○ button to go back to the previous screen.
- Press the START button to close the menu.

MAIN MENU OPTIONS

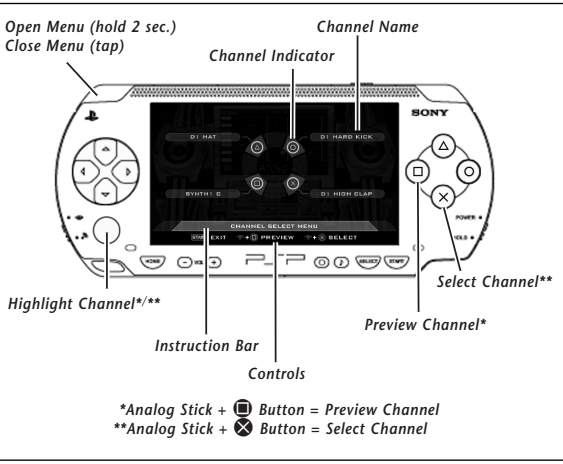
- *R.T.I.S.T.* — Open the R.T.I.S.T. Module. ***The R.T.I.S.T. section begins on page 22.***
- *MyXxer* — Open the MyXxer Module. ***The MyXxer section begins on page 36.***
- *MeLOD* — Open the MeLOD Module. ***The MeLOD section begins on page 28.***
- *S.T.A.C.* — Open the S.T.A.C. Module. ***The S.T.A.C. section begins on page 33.***
- *SAVE* — Save your sounds, banks, tracks, sequences, songs and jams and export them to MP3 files to share with friends and other musicians. ***The Saving section is on page 20.***
- *LOAD* — Load sounds, banks, tracks, sequences, songs and jams. ***The Loading section is on page 21.***
- *OPTIONS* — Configure various *Traxxpad Portable Studio* settings. ***The Options section begins on page 18.***
- *HELP* — Get more information on how to use *Traxxpad Portable Studio*. All Modules and several other features have their own Help sections, offering assistance with using their unique features.
- *EXIT* — Quit the Main Menu.



CHANNEL SELECT MENU

Hold the L button for 2 seconds to open the Channel Select Menu to select an individual channel for editing. After selecting a channel, you return to the Module, where the channel you selected is flashing. Now when you edit a property such as pitch, you will be editing it on this channel. The channel editing options available in the Module will differ depending on the Module.

For a description of channels, see page 46. For information on channel editing options, see the Multi-Function Display section beginning on page 39.



*Analog Stick + ■ Button = Preview Channel
**Analog Stick + ✕ Button = Select Channel

CHANNEL SELECT MENU CONTROLS

Open Channel Select Menu	L button (hold 2 sec.)
Highlight Channel	analog stick (jog to item)
Preview Channel	analog stick (jog to item) + ■ button
Select Channel	analog stick (jog to item) + ✕ button
Close Channel Select Menu	L button (tap)

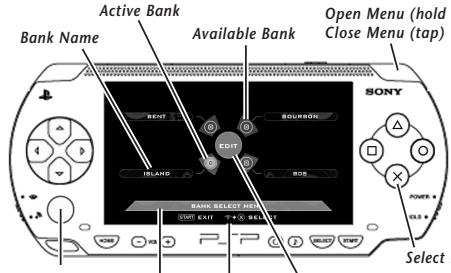
- The instruction bar tells you what to do. Below it are the controls you can use.
- Jog the analog stick to highlight different channels. Channels are identified by name and channel button.
- Hold the analog stick and press the ■ button to preview a highlighted channel.
- Hold the analog stick and press the ✕ button to select a highlighted channel.
- Tap the L button to exit the menu without making a channel selection.

BANK SELECT MENU

Hold the R button for 2 seconds to open the Bank Select Menu to change or edit the active bank of sounds. When you open the menu, the currently active bank is shown by the Active Bank icon. The other displayed banks are loaded and available, but not currently in use. The screen will also differ depending on the Module. **(The R.T.I.S.T. Bank Select screen is shown below.)**

Select a different bank to make it the active bank. You can also load additional banks to access them. ***For a description of banks, see page 46. For information on loading banks, see page 21.***

Choose *EDIT* in the center of the menu to edit a bank, then select the bank you want to edit. You can edit sounds by: creating a new sound in the Recorder; swapping a selected sound for another sound stored on the UMD; compressing the sound in the Chop Shop; and combining sounds in the Combiner. ***For information on sound editing, see the Recorder section on page 41, the Chop Shop section on page 42, and the Combiner section on page 43.***



**Analog Stick + ⊗ Button = Select Bank or EDIT Button*

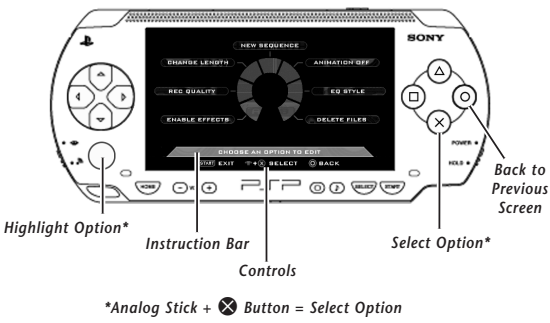
BANK SELECT MENU CONTROLS

Open Bank Select Menu	R button (hold 2 sec.)
Highlight bank or *EDIT* button	analog stick (jog to item)
Select bank or *EDIT* button	analog stick (jog to item) + ⊗ button
Close bank Select Menu	R button (tap)

- The instruction bar tells you what to do. Below it are the controls you can use.
- Jog the analog stick to highlight different items. Hold the analog stick and press the ⊗ button to select a highlighted item.
- Tap the R button to exit the menu.

OPTIONS MENU

Use the Options Menu to configure various *Traxxpad Portable Studio* settings. From the Main Menu, select *OPTIONS* to open the Options Menu. The displayed options will differ depending on the Module you are working from.
(The R.T.I.S.T. Options Menu is shown below.)



OPTIONS MENU CONTROLS

Highlight option	analog stick (jog to item)
Select option	analog stick (jog to item) + ⊗ button
Go back to previous screen	◎ button
Exit back to Main Menu	START button

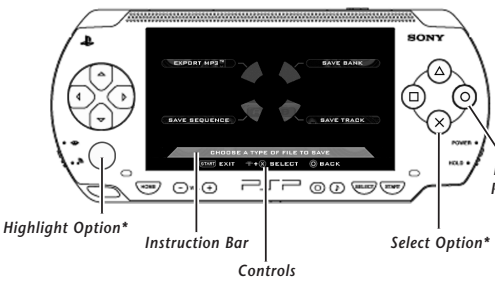
- The instruction bar tells you what to do. Below it are the controls you can use.
- Jog the analog stick to highlight different options.
- Hold the analog stick and press the ⊗ button to select a highlighted option.
- Press the ◎ button to go back to the previous screen.
- Press the START button to exit to the Main Menu.

OPTIONS MENU OPTIONS

- *NEW SEQUENCE/JAM/SONG* — Start a new sequence, jam or song, depending on the Module you are working from. **When you start a new composition, your previous work is permanently erased and replaced with a blank composition.** To keep your previous work, be sure to save it before selecting this option.
  - *in R.T.I.S.T.* — Start a new 2-, 4-, 6- or 8-bar sequence. (Default: 2 bars.)
  - *in MeLOD* — Start a new 2-, 4-, 6- or 8-bar sequence. (Default: 2 bars.)
  - *in MyXxer* — Start a new jam.
  - *in S.T.A.C.* — Start a new song.
- *ANIMATION* — Turn the animation transitions between Modules on/off.
- *EQ STYLE* — Choose a visualization style for the EQ visual feedback in the Multi-Function Display. ***The Multi-Function Display section begins on page 39.***
- *DELETE FILES* — Access the Memory Stick Duo to delete files.
- *EFFECTS* — Enable/disable the effects set from the Multi-Function Display.
- *RECORD QUALITY* — Set the quality of recorded sounds when using the Recorder. ***The Recorder section is on page 41.***
  - *NORMAL* — Record sounds at 11.025 kHz with a total recording time of 8 seconds per sound.
  - *HIGH* — Record sounds at 22.kHz with a total recording time of 4 seconds per sound.
- *CHANGE LENGTH* — Available in R.T.I.S.T. and MeLOD. Change the length of a sequence in progress:
  - *CLONE SEQUENCE* — Press the ⊗ button to clone the existing bars to expand the number of bars in the sequence. For example, if you have a 2-bar loop and want to expand it to a 6-bar loop, you would clone 2 more instances of the original 2-bar loop.
  - *EXTEND SEQUENCE* — Press the ■ button to add empty bars to the end of the sequence.
- *CLEAR TRACK* — Available in MyXxer. Remove the assignment of a track to a button.

SAVING

You can save your tracks, banks, sequences, songs, and jams, and export MP3 files, at any time during a *Traxxpad Portable Studio* session. From the Main Menu, select *SAVE* to open the Save Menu. The displayed options will differ depending on the Module you are working from. **(The R.T.I.S.T. Save Menu is shown below.)**



SAVE CONTROLS AND OPTIONS

The Save Menu controls are the same as for the Options Menu ***(for details, see page 18)***. The compositions you can save differ from Module to Module:

- *in R.T.I.S.T.* — Save a sequence, track or bank, or export an MP3 file.
- *in MeLOD* — Save a sequence, track or bank,
- *in MyXxer* — Save a bank or jam.
- *in S.T.A.C.* — Save a bank or song, or export an MP3 file.

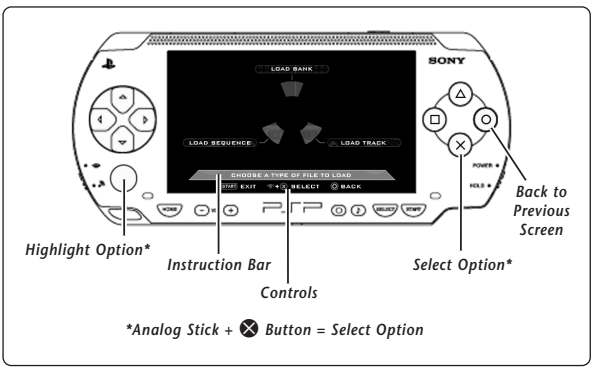
COMPLETING A SAVE

Choose an option from the Save Menu. Use the virtual keyboard to create a save file name, then select *ENTER*. Choose a save location (see below), and select *YES*.

- *BANKS* — Before naming your file, you'll be asked to choose which currently loaded bank to save. After naming your file, choose a slot on the memory stick to save it to.
- *SEQUENCES, TRACKS, JAMS and SONGS* — Choose a slot on the memory stick to save the file to.
- *MP3 FILES* — After you name your file, it will be saved to the PSP system's Music Directory on the memory stick.

LOADING

You can load tracks, banks, sequences, songs, jams and sounds at any time. The *Traxxpad Portable Studio* UMD contains samples of all these types of files, including more than 80 pre-made banks. From the Main Menu, select *LOAD* to open the Load Menu. The displayed options will differ depending on the Module you are working from. **(The R.T.I.S.T. Load Menu is shown below.)**



**Analog Stick + ⊗ Button = Select Option*

LOAD CONTROLS AND OPTIONS

The Load Menu controls are the same as for the Save Menu. You can load your own save files, files your friends have shared and that are saved on your memory stick, and banks you've purchased and downloaded online. The load options differ from Module to Module.

- *in R.T.I.S.T.* — Load a sequence, track or bank.
- *in MeLOD* — Load a sequence, track or bank.
- *in MyXxer* — Load a sequence, track, bank or jam. You can also load a track and assign it to a button.
- *in S.T.A.C.* — Load a sequence, bank or song.

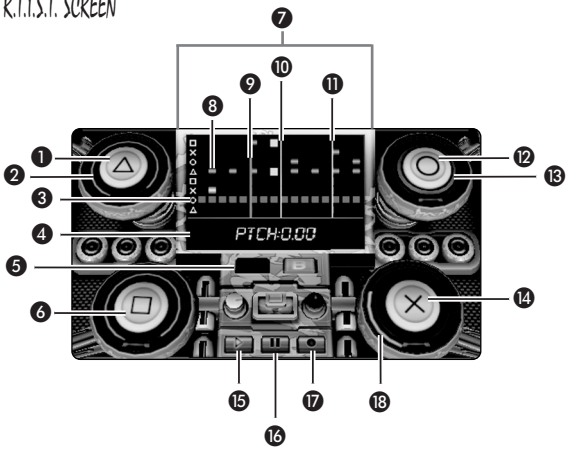
COMPLETING A LOAD

- *BANKS* — During the load process, you first choose a currently loaded bank to be replaced. You then choose a bank to load from either the memory stick or the library of samples on the UMD.
- *SEQUENCES, JAMS AND SONGS* — During the load process, you choose a file to load from either the memory stick or the library of samples on the UMD. (Note: If you load a sequence using a custom, i.e. saved, bank, but you don't have the bank file, a default bank will be loaded.)
- *TRACKS* — During the load process, you will be asked to choose a channel group and a channel to load the track into. You can then choose a track to load from either the memory stick or the library of samples on the UMD.

R.T.I.S.T. – REAL-TIME SEQUENCER

The major part of your *Traxxpad Portable Studio* sessions will probably be spent with the R.T.I.S.T. Module. This is where you create and edit beats. First, you record notes in a sequence. Then, you perform a fine-tune editing job on notes and channels to get the precise sound you are looking for. You can save your R.T.I.S.T. compositions as sequences (8-channel loops) or as individual tracks (single-channel loops).

R.T.I.S.T. SCREEN



1. △ Channel Button Icon
2. Loop Length Indicator
3. Channel
4. Multi-Function Display
5. Channel Group Indicator
6. □ Channel Button Icon
7. Timeline Grid
8. Recorded Note
9. Loop Point (red)
10. Playback Head (yellow)
11. Bar Line (white)
12. ○ Channel Button Icon
13. Selected Channel Indicator
14. ✕ Channel Button Icon
15. Play Button
16. Pause Button
17. Record Button
18. Sound Length Indicator

NOTE: The arrangement of components on the R.T.I.S.T. screen will vary depending on the Model you're using.

R.T.I.S.T. CONTROLS

CONTROLLER CONFIGURATION SCREEN	
Display screen	L + R buttons (hold 2 sec.)
Exit screen	START button
SOUNDS	
Play sound in △ channel	△ button
Sustain sound in △ channel	△ button (hold 2 sec.)
Play sound in □ channel	□ button
Sustain sound in □ channel	□ button (hold 2 sec.)
Play sound in ○ channel	○ button
Sustain sound in ○ channel	○ button (hold 2 sec.)
Play sound in ✕ channel	✕ button
Sustain sound in ✕ channel	✕ button (hold 2 sec.)
CHANNELS	
Switch channel group (A/B)	L button
Mute selected channel	R button
TIMELINE GRID	
Toggle Play/Pause	SELECT button
Toggle Record on/off	SELECT button (hold 2 sec.)
Jog Timeline forward/back	analog stick ⬅/➡ (while paused)
CAROUSEL MENUS	
Open/Close Main Menu	START button
Open Channel Select Menu	L button (hold 2 sec.)
Open Bank Select Menu	R button (hold 2 sec.)
Highlight item	analog stick (jog to item)
Select item	analog stick (jog to item) + ✕ button
Page forward/back (when available)	R button/L button
Exit screen	△ button
MULTI-FUNCTION DISPLAY	
Toggle modes	directional buttons ⬅/➡
Change mode value	directional buttons ⬆/⬇
Adjust pitch bending value	analog stick ⬆/⬇

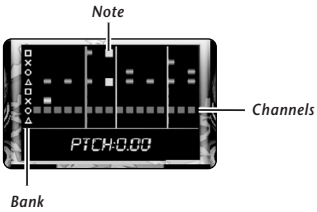
GETTING FAMILIAR WITH R.T.I.S.T.

If you're just getting started using R.T.I.S.T., we highly recommend that you work through the Quick Start section of this manual. You'll learn how to create, record and save a beat in minutes, step-by-step, using the R.T.I.S.T features. ***The Quick Start section begins on page 6.***

The Glossary has explanations of important terms that you'll come across repeatedly in this manual and while using *Traxxpad Portable Studio*. It can be a tremendous help in understanding how to use the program. We recommend that you refer to it time and again until you feel comfortable with the terms. ***The Glossary section begins on page 46.***

SOUNDS, CHANNELS AND BANKS

The R.T.I.S.T. Timeline Grid shows the placement of 8 *sounds* in 8 horizontal *channels*. The channels are divided into two channel groups, A and B. You switch channel groups by tapping the L button. The Channel Group Indicator light *(see page 22)* shows which channel group is active.

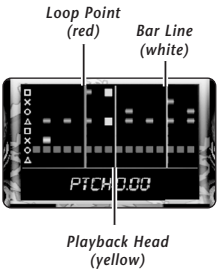


You use the channel buttons (△, □, ○, ✕) to place the sounds in their channels. The *bank* of sounds on the left of the grid shows each sound's channel. When you press a channel button, the sound it is mapped to will appear as a note in the channel. Each channel button is mapped to two different sounds in the sound bank, depending on which channel group is selected.

You can change the individual sounds in a bank. You can also replace the entire bank. ***See page 26.***

BEATS, BARS, LOOPS AND SEQUENCES

The channels are divided into *bars*, with 4 *beats* to a bar. The bars are separated by white Bar Lines. When you begin playback by tapping the SELECT button, the yellow Playback Head moves across the beats and Bar Lines. At the end of the bars, the Playback Head moves across the red Loop Point, and the beats begin a replay, or *loop*.



When you turn on Record by holding down the SELECT button for 2 seconds, the sounds you trigger by pressing the channel buttons are recorded into the channels. If you record during playback, each sound is placed in a beat under the Playback Head at the time it was triggered. There are 4 beats in each bar, so each channel can have up to 4 notes per bar (1 note = 1 beat).

A *sequence* is 8 channels looping, and the recorded notes they contain. In *Traxxpad Portable Studio,* you have the option of creating sequences of 2, 4, 6 and 8 bars.

PLAYING SOUNDS, SUSTAINING SOUNDS

To play a sound, press any of the four channel buttons (△, □, ○, ✕). They can be pressed simultaneously to create a compound sound. If you are recording and you trigger a note, you'll see a square on the grid fill at the time the note was triggered. Notice that when you play a sound, the Sound Length Indicator shows you the length of the sound.

Certain sounds can be sustained. For example, if you have a sustainable horn sound (indicated by the icon to the left), you can sustain the note by pressing and holding the button that corresponds to that sound. The horn sound will play the attack section of the sample and then loop in the middle until you release the button. You can find sustained sounds in the Sustain section of the Samples Library. They also have a special icon in the Bank Select Menu *(see page 13)*.

PLAYBACK SPEED

The Playback Head scrolls at a master tempo, expressed in beats per minute (BPM). You can change the BPM setting in the Multi-Function Display. The BPM setting affects the playback speed of the entire sequence *(see page 39)*.

METRONOME

The metronome gets you on the beat. It's especially helpful for people who are not rhythmical or musically trained. Listen to it a couple of times through the sequence to get in sync with the beat. Once you get the beat down, you can turn the metronome off from the Multi-Function Display *(see page 39)*.

JOGGING THROUGH THE TIMELINE

During playback, you can enter Jog Mode by pressing the SELECT button to pause. In Jog Mode, you can bump the analog stick ⬅/➡ to scroll forward and back through the Timeline.

DELETING SOUNDS, TOGGLING SOUNDS ON/OFF

To delete a sound from the Timeline, tap the SELECT button to pause playback (if active). Using the analog stick, jog the Playback Head over the sound to be deleted. Press the channel button for the sound and it will be cleared.

Moving the Playback Head over a beat and pressing a channel button repeatedly toggles the sound on/off (added/deleted).

CLEARING AN ENTIRE CHANNEL

You can delete all the sounds in a channel by jogging the Playback Head across the the entire Timeline. With playback paused, hold down the channel button for the channel you want to clear, then jog ⬅/➡ with the analog stick. As the Playback Head scrubs over the notes in the channel, they will be deleted.

You can also clear a channel or an entire sequence by using *CLEAR TRK* or *CLEAR SEQ* in the Multi-Function Display *(see page 39)*.

MODIFYING A SINGLE CHANNEL

Channel Select Menu
L button (hold 2 sec.)

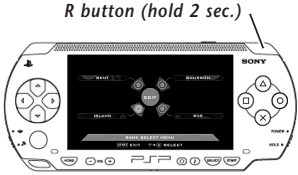
You can single-out an individual channel to modify it by opening the Channel Select Menu. An individual channel and all its recorded note data is called a *track*.

1. Make sure the channel group containing the channel you want to modify is selected (check the Channel Group Indicator light).
2. Press and hold the L button for 2 seconds to open the Channel Select Menu.
3. Jog to the channel you want, hold the analog stick, and press the ⊗ button to select it. (Before selecting a channel, you can press the ▣ button to preview it.)
4. Once you select a channel, you return to R.T.I.S.T., where the selected channel is now flashing.
5. Use the Multi-Function Display to modify note attributes, such as pitch, volume and balance, as you are recording them.

- ***The Channel Select Menu section is on page 16.***
- ***The Multi-Function Display section begins on page 39.***

MODIFYING A BANK

Bank Select Menu
R button (hold 2 sec.)



One of the great features of *Traxxpad Portable Studio* is its ability to change sound banks on the fly. This gives you an impressive number of sounds at your fingertips at all times. By opening the Bank Select Menu, you can edit your active bank, or swap that bank for one of the other 3 banks loaded in the menu.

1. Press and hold the R button for 2 seconds to open the Bank Select Menu. The active

Bank Icon

Active Bank Icon

2. By default, the *EDIT* button is highlighted. To edit a bank, press the ⊗ button. You will then be asked to select a bank that you'd like to edit. Use the Edit features to create, replace and modify sounds.
3. To swap the active bank with another one, jog to the bank you want, hold the analog stick and press the ⊗ button to select it.
4. Once you select a bank, you return to R.T.I.S.T.

- ***The Bank Select Menu section is on page 17.***
- ***The Loading section is on page 21.***

PLAY/PAUSE

Tap the SELECT button to toggle playback Play and Pause. The Play and Pause buttons light up to show which state is active.

RECORDING

The Record feature allows you to record a sequence. To record, press and hold the SELECT button for 2 seconds. The record light will start blinking, and the metronome will begin its audible beat. While recording is on, all your channel button presses are recorded in the Timeline. To stop recording, press and hold the SELECT button for 2 seconds. (Pausing playback does not turn off Record.)

CHANNEL MUTING

Channel Muting allows you prevent a channel from playing during playback, so that you can listen to different parts of your sequence. To mute a channel, first select it in the Channel Select Menu. Back in R.T.I.S.T. with the channel selected (flashing), tap the R button to mute it. Muted channels are dimmed in the Timeline. You can have multiple channels muted at one time, but you must mute them individually.

ADJUSTING MASTER VOLUME

Use the PSP system's volume controls to adjust the Master Volume. (You adjust individual track volume from the Multi-Function Display.)

SAVING/EXPORTING YOUR SEQUENCE

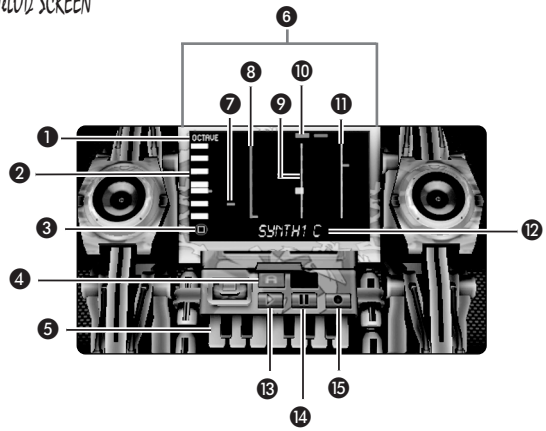
You can save your R.T.I.S.T. sequence at any time. Press the START button to open the Carousel Main Menu, select *SAVE*, and then select *SAVE SEQUENCE*. Use the virtual keyboard to name your sequence, select *ENTER*, choose a memory stick slot to save to, and then select *YES*. To export the sequence to an MP3 file, select *SAVE*, select *EXPORT MP3*, name your file, and then select *YES*. Your file will be exported to the PSP system's Music Directory on the memory stick. ***The SAVING section is on page 20.***

MeLOD – REFINING THE MELODY

MeLOD is a cool way to transform your PSP system into a digital instrument. Melodies play an important role in the creation of music. *Traxxpad Portable Studio* has incorporated a way to turn the limited buttons available into a useable MIDI-like controller that allows you refined melodic control. With the MeLOD module, you can do detailed note editing on separate channels in a sequence.

After creating a sequence in R.T.I.S.T., go to MeLOD to fine-tune the properties of individual sounds in a track. MeLOD is a channel editor: it displays one channel at a time, and you use its features to adjust the pitch, volume and balance of single notes in that channel.

MeLOD SCREEN



1. Octave (horizontal; red bar is middle C)
2. Frequency Scale (vertical)
3. Selected Channel (Track)
4. Channel Group Indicator
5. Keyboard (Middle C scale)
6. Track Display
7. Note (by pitch)
8. Loop Point (red)
9. Playback Head (yellow)
10. Middle C (red)
11. Bar Line
12. Multi-Function Display
13. Play Button
14. Pause Button
15. Record Button

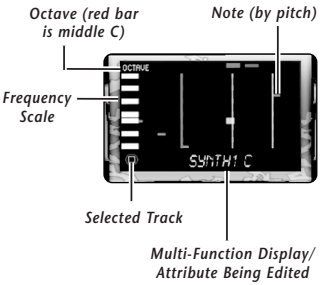
NOTE: The arrangement of components on the MeLOD screen will vary depending on the Model you're using.

MeLOD CONTROLS

CONTROLLER CONFIGURATION SCREEN	
Display screen	L + R buttons (hold 2 sec.)
Exit screen	START button
KEYBOARD (during playback only)	
Play C frequency	directional buttons ← + ⊗ button
Play C# frequency	directional buttons ← + ▣ button
Play D frequency	directional buttons ← + △ button +
Play D# frequency	directional buttons ← + ○ button
Play E frequency	⊗ button
Play F frequency	▣ button
Play F# frequency	△ button
Play G frequency	○ button
Play G# frequency	directional buttons → + ⊗ button
Play A frequency	directional buttons → + ▣ button
Play B frequency	directional buttons → + △ button
Play Cb frequency	directional buttons → + ○ button
TRACK/CHANNELS/SEQUENCE	
Add/Delete note in track	⊗ button (while paused)
Switch channel group (A/B)	L button
Mute sequence	R button
TIMELINE GRID	
Toggle Play/Pause	SELECT button
Toggle Record on/off	SELECT button (hold 2 sec.)
Jog Timeline forward/back	analog stick ←/→ (while paused)
CAROUSEL MENUS	
Open/Close Main Menu	START button
Open Channel Select Menu	L button (hold 2 sec.)
Open Bank Select Menu	R button (hold 2 sec.)
Highlight item	analog stick (jog to item)
Select item	analog stick (jog to item) + ⊗ button
Page forward/back (when available)	R button/L button
Exit screen	△ button
MULTI-FUNCTION DISPLAY	
Toggle note attributes	directional buttons ←/→ (while paused)
Change attribute value	directional buttons ↑/↓ (while paused)

GETTING FAMILIAR WITH MeLOD

In MeLOD, you will hear your entire sequence from R.T.I.S.T. during playback, but you will edit only one channel at a time. When you choose a channel from the Channel Select Menu, MeLOD displays that track for you to edit.



- The bottom left corner of the Track Display identifies the selected track (△, □, ○ or ✕).
- The Multi-Function Display at bottom center shows the attribute currently being edited.
- The top of the display shows the octave you are currently in. The red bar in the octave indicates middle C.
- Notes in the track are displayed by pitch.

SELECTING A CHANNEL (TRACK)

When you go to MeLOD after working in R.T.I.S.T., you can see which channel from the R.T.I.S.T. sequence is selected by looking at the Selected Channel button and the Channel Group Indicator.

- To change the channel group, tap the L button.
- To select a different channel, open the Channel Select Menu by pressing and holding L1 for 2 seconds. The Channel Select Menu displays the 4 channels that belong to the selected channel group. Select a channel to edit in MeLOD. Before selecting a channel, you can preview it by pressing the □ button. ***The Channel Select Menu section is on page 16.***

ADDING NOTES

Adding notes is an important part of track editing in MeLOD. Hold down the SELECT button for 2 seconds to start recording (the Record light will blink). Use the MeLOD keyboard to add notes, by pressing the controls that correspond to the frequency of the note you want to play ***(see page 29)***. ***NOTE: Playing the individual frequencies only works while playback is active.***

- Certain notes can be sustained. ***For information, see page 13.***

You must be recording (red Record light is blinking) in order to add notes.

You can add notes either during playback or while paused.

DELETING NOTES, TOGGLING NOTES ON/OFF

To delete a note from the track, tap the SELECT button to pause playback (if active). Using the analog stick, jog the Playback Head over the sound to be deleted. Press the ⊗ button to delete the note.

Moving the Playback Head over a beat and pressing a channel button repeatedly toggles the sound on/off (added/deleted).

EDITING NOTE ATTRIBUTES IN THE MULTI-FUNCTION DISPLAY

Use the Multi-Function Display in the Track Display to fine-tune the notes in your track, to refine the entire track, and to clear all notes from the track. To use the display, press the directional buttons ⬅/➡ to scroll to the attribute you want to modify; press ⬆/⬇ to adjust the attribute's value.

- *PITCH* — Using the analog stick, jog the Playback Head over the note to be edited, and adjust its pitch value. When you change a note's pitch, the note's position on the Track Display adjusts to show you the new value.
- *TRACK PITCH* — Adjusting the pitch of the entire track nudges the pitch of all notes in the track relative to their original values. When any note reaches either the top or bottom of the pitch range, you can't adjust the track pitch any farther in that direction.
- *NOTE VOLUME* — Make sure playback is paused. Using the analog stick, jog the Playback Head over the note to be edited, and adjust its volume value.
- *TRACK VOLUME* — Adjusting the volume of the entire track nudges the volume of all notes in the track relative to their original values. When any note reaches either the highest or lowest volume setting, you can't adjust the track volume any farther in that direction.
- *BALANCE* — Make sure playback is paused. Using the analog stick, jog the Playback Head over the note to be edited, and adjust its balance value.
- *TRACK BALANCE* — Adjusting the balance of the entire track nudges the balance of all notes in the track relative to their original values. When any note reaches either the highest or lowest balance setting, you can't adjust the track balance any farther in that direction.
- *SUSTAIN* — This setting only works for sustainable sounds (identified by the Sustain icon in the Bank Select Menu). Make sure playback is paused. Using the analog stick, jog the Playback Head over the note to be edited, and adjust its duration. The sustain value is visually represented on the Track Display by the increase/decrease of the graphic bar that represents the note.

- *CLEAR TRACK* — With this attribute displayed, press the ⊗ button to delete all the notes in the track.

CHANGING THE BANK

You can open the Bank Select Menu from MeLOD by holding the R button for 2 seconds. You can affect the selected track in MeLOD from the Bank Select Menu in various ways. Say you have a triangle sound in Channel Group A. Editing that sound in the Bank Select Menu will change it in your track. Also, if you edit the sounds in a sequence playing behind the selected track, you will also hear the differences. ***The Bank Select Menu section is on page 17.***

CHANNEL MUTING

Channel Muting allows you mute all the other channels in the sequence, so you can listen to only the track you are working on. Press the R button to toggle Channel Muting on/off.

ADJUSTING MASTER VOLUME

Use the PSP system's volume controls to adjust the Master Volume. (You adjust individual track volume from the Multi-Function Display.)

SAVING YOUR TRACK

You can save your track at any time.

- A track save only includes note data and not bank (sound) data. This means that when you reload the track, it will play the sound mapped to the channel you imported the track to. The sound will have all the attributes (note data) you set when editing the track.

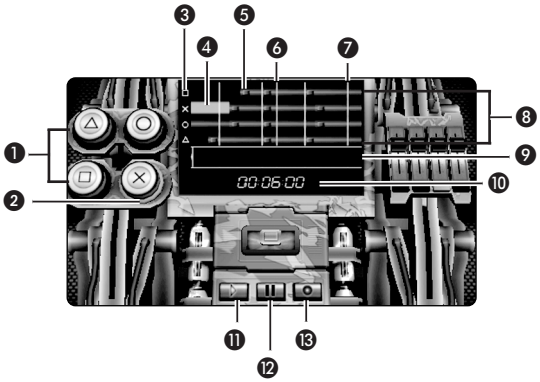
Press the START button to open the Carousel Main Menu, select *SAVE*, and then select *SAVE TRACK*. Use the virtual keyboard to name your track, select *ENTER*, choose a memory stick slot
to save to, and then select *YES*. ***The SAVING section is on page 20.***

- You can also save your sequence in MeLOD. ***See page 20 or page 27.***

S.T.A.C. – STUDIO THROUGH A CONSOLE

Use S.T.A.C. to compose a song by assembling the sequences you created in R.T.I.S.T. You start by loading up to 4 sequences to use in your composition, and then move on to building your song. When you save a song, it stores all the setup and recorded information in the assembled sequences.

S.T.A.C. SCREEN



1. Channel Buttons
2. Selected Channel Highlight
3. Channels
4. Selected Channel Indicator
5. Note Handle
6. Playback Head (yellow)
7. Bar Line (white)
8. Loaded Sequences
9. Timeline
10. Multi-Function Display
11. Play Button
12. Pause Button
13. Record Button

NOTE: The arrangement of components on the S.T.A.C. screen will vary depending on the Model you're using.

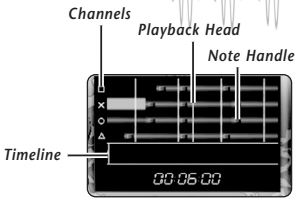
S.T.A.C. CONTROLS

CONTROLLER CONFIGURATION SCREEN	
Display screen	L + R buttons (hold 2 sec.)
Exit screen	START button
SEQUENCES	
Load sequence	△, □, ○, ✕ buttons (when channel is empty)
Play sequence	△, □, ○, ✕ buttons
Mute selected channel	R button
TIMELINE GRID	
Toggle Play/Pause	SELECT button
Toggle Record on/off	SELECT button (hold 2 sec.)
Jog Timeline forward/back	analog stick ⬅/➡ (while paused)
CAROUSEL MENUS	
Open/Close Main Menu	START button
Open Channel Select Menu	L button (hold 2 sec.)
Open Bank Select Menu	R button (hold 2 sec.)
Highlight item	analog stick (jog to item)
Select item	analog stick (jog to item) + ✕ button
Page forward/back (when available)	R button/L button
Exit screen	△ button
MULTI-FUNCTION DISPLAY	
Toggle modes	directional buttons ⬅/➡ (while paused)
Change mode value	directional buttons ⬆/⬇ (while paused)

SETTING UP A SONG

Load your R.T.I.S.T sequences into the channels in S.T.A.C. by pressing the channel buttons (△, □, ○, ✕). When a channel is empty, pressing its button gives you the option to load a sequence. With a sequence already in the channel, pressing a button plays the sequence. You can load up to 4 sequences using all the buttons. (You can also load sequences using the Main Menu's *LOAD SEQUENCE* option. ***See page 21.***)

With the sequences loaded, you're ready to build a song. S.T.A.C. displays the sequences in the channels. The Timeline represents the length of your composition and shows where you are in the song.



PLACING A SEQUENCE

Engage Record (hold the SELECT button for 2 seconds), and press the button corresponding to the sequence you want to record. A graphic appears, representing the position and duration of the recorded sequence. Sequences are automatically quantized to each beat, ensuring that all sequences match up. Also. sequences all share the BPM of the song, regardless of the BPM individual sequences were saved with.

DELETING A SEQUENCE

To delete a sequence, jog the Playback head over a note handle. Press the button corresponding to the unwanted sequence, and it will be deleted.

SELECTING A CHANNEL

In S.T.A.C., each channel is an entire sequence. To select a channel, open the Channel Select Menu (hold the L button for 2 seconds). The menu contains the 4 sequences loaded into S.T.A.C. ***For instructions on using the menu, see page 16.***

S.T.A.C. MULTI-FUNCTION DISPLAY OPTIONS

- *BPM* — Change the playback speed of the entire song. Master tempo is expressed in beats per minute (BPM). In S.T.A.C., the BPM of the incoming sequences are ignored, and the BPM setting of your song is the master tempo.
- *POSITION (POS)* — This setting tells you where you are in the song. Three numbers are displayed, for *Measure/Beat/Note.* For instance, *3/2/7* means you are on the 3rd measure, 2nd beat, 7th note.
- *TIME* — Check where you are in the song's duration.
- *CHANNEL VOLUME (VOL)* — Adjust the volume of the selected S.T.A.C. channel. Changing the volume multiplies all per-note volume settings by its value.

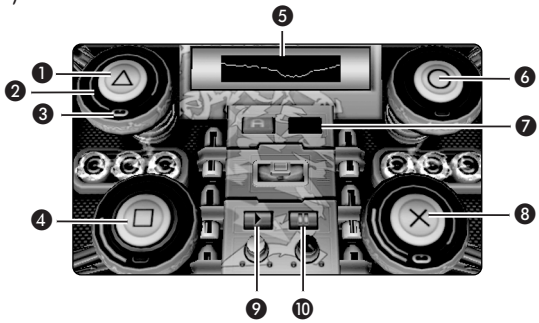
Other functions in S.T.A.C. operate in the same way as in R.T.I.S.T. For additional help with using S.T.A.C., please see the following sections:

- ***R.T.I.S.T. — Real-Time Sequencer, starting on page 22.***
- ***Bank Select Menu, page 17.***
- ***Saving, page 20***
- ***Loading, page 21.***

MyXxer – LIVE PLAY

Set up a jam session! Using MyXxer, you can load 2 sequences from R.T.I.S.T. and serve up a background beat that you can freestyle over. You can switch back and forth between the sequences like a DJ to create beats while you jam live at the same time. You can also load whole R.T.I.S.T. tracks onto buttons for looping and triggering independently.

MyXxer SCREEN



1. △ Channel Button Icon
2. Loop Length Indicator
3. Sample Loop Light
4. □ Channel Button Icon
5. Multi-Function Display
6. ○ Channel Button Icon
7. Channel Group Indicator
8. ✕ Channel Button Icon
9. Play Button
10. Pause Button

NOTE: The arrangement of components on the MyXxer screen will vary depending on the Model you're using.

MyXxer CONTROLS

CONTROLLER CONFIGURATION SCREEN	
Display screen	L + R buttons (hold 2 sec.)
Exit screen	START button
SAMPLES	
Play samples	△, □, ○, ✕ buttons
Loop samples	△, □, ○, ✕ buttons (hold 2 sec.)
CHANNELS/SEQUENCES	
Switch channel group (A/B)	L button
Switch between sequences	R button
Toggle Play/Pause	SELECT button
CAROUSEL MENUS	
Open/Close Main Menu	START button
Open Channel Select Menu	L button (hold 2 sec.)
Open Bank Select Menu	R button (hold 2 sec.)
Highlight item	analog stick (jog to item)
Select item	analog stick (jog to item) + ✕ button
Page forward/back (when available)	R button/L button
Exit screen	△ button
MULTI-FUNCTION DISPLAY	
Toggle modes	directional buttons ←/→ (while paused)
Change mode value	directional buttons ↑/↓ (while paused)

SETTING UP A JAM SESSION

A *jam* includes 2 sequences that you can switch between (though you cannot record or edit the sequences in MyXxer), and freestyle over. Additionally, you can assign up to 8 tracks to the channel buttons that you can loop or trigger independently.

To set up your jam, load two sequences into MyXxer, by opening the Main Menu and selecting *LOAD SEQUENCE*. (Each sequence must be loaded separately.) To load a Track to a button, open the Main Menu and select *LOAD TRACK*. During the load process, you'll choose the channel to load the track into. ***(The Main Menu section begins on page 14.)***

PLAYING AND LOOPING SOUNDS

To play a sound, press any button (△, □, ○, ✕). You can press the buttons simultaneously to create a compound sound. When you play a sound, the Sound Length Indicator visually represents how long that sound is.

When a sound or track is assigned to a button, you can loop the sample by pressing and holding the button for 2 seconds. The Loop Indicator will light up. To turn off the loop, press the button again.

SWITCHING SEQUENCES

MyXxer allows you to switch live between your loaded sequences, similar to a DJ moving between records with a fader. Press the R button to switch.

MyXxer MULTI-FUNCTION DISPLAY OPTIONS

MFD settings affecting the jam as a whole:

- *BPM* — Change the playback speed the whole jam.
- *POSITION (POS)* — This setting tells you where you are in the loop. Three numbers are displayed, for *Measure/Beat/Note*. For instance, *3/2/7* means you are on the 3rd measure, 2nd beat, 7th note. In MyXxer, the position reading is from the sequence that is currently playing back.
- *EQ* — EQ is an animated visual feedback of the beat. EQ engages after the MFD has been idle for 30 seconds. You can make it active by toggling to it.

MFD settings affecting individual channels:

- *CHANNEL VOLUME (VOL)* — Select an individual channel to adjust its volume.
- *CHANNEL BALANCE (BAL)* — Select an individual channel to adjust its balance.
- *PITCH BEND (PTCH)* — Pitch Bend bends the frequency of a sample on a channel as you record it. The range starts at 0, which represents an unaltered sound. The top of the range is 1; the bottom is -1. This range combined with the Pitch Bend Rate sets the target frequency of a sound.
- *PITCH BEND RATE (BNDR)* — The Pitch Bend Rate is essentially a cap for the max/min you can bend a sound's frequency. If the rate is set to 1, then a Pitch Bend value of 1 is the sound's frequency bent up one octave. If the rate is 2, the max/min frequency bend is +/- 2 octaves, and so on. There are 4 pitch bend rates, so any sound's frequency can be bent +/- 4 octaves.

Other functions in MyXxer operate in the same way as in R.T.I.S.T. For additional help with using MyXxer, please see the following sections:

- *R.T.I.S.T. — Real-Time Sequencer, starting on page 22.*
- *Channel Select Menu, page 17.*
- *Bank Select Menu, page 17.*
- *Saving, page 20*
- *Loading, page 21.*

MULTI-FUNCTION DISPLAY

Use the Multi-Function Display (MFD) to make adjustments to settings affecting notes, channels, sequences, tracks, songs and jams. Press the directional buttons ⬅/➡ to scroll to the attribute you want to modify; press ⬆/⬇ to adjust the attribute's value.

MFD settings affecting an entire sequence, song or jam:

- *BPM* — The Playback Head scrolls at a master tempo, expressed in beats per minute (BPM). This setting affects the master tempo, or playback speed.
- *CLEAR SEQUENCE* — Press the ⏹ button to remove all notes from the sequence, leaving it empty.
- *EQUALIZE (EQ)* — Equalize is an animated visual feedback of the beat. It engages after the MFD has been idle for 30 seconds. You can make it active by toggling to it.
- *METRONOME (METR)* — The metronome plays audibly in sync with the beat. This setting turns the metronome cadence on/off.
- *POSITION (POS)* — This setting tells you where you are in the loop. Three numbers are displayed, for *Measure/Beat/Note*. For instance, *3/2/7* means you are on the 3rd measure, 2nd beat, 7th note. In MyXxer, the position reading is from the sequence that is currently playing back. (The *Note* value may not be displayed in some Modules.)
- *QUANTIZATION LEVEL (QNT)* — In *Traxxpad Portable Studio*, quantization ensures that your recorded notes are on the beat by snapping them to the nearest Timeline grid square, depending on the setting.
  - 1/2 = quantize to nearest 1/2 note
  - 1/4 = quantize to nearest 1/4 note
  - 1/8 = quantize to nearest 1/8 note
  - 1/16 = quantize to nearest 1/16 note
  - 1/32 = quantize to nearest 1/32 note
- *SWING (SWNG)* — Turn on this rhythmic device to give the beat a swing feel. In swing, the duration of the initial note in a pair is lengthened while the second note is shortened.

MFD settings affecting individual channels:

- *CHANNEL BALANCE (BAL)* — Adjust the balance of the selected channel.
- *CHANNEL VOLUME (VOL)* — Adjust the volume of the selected channel.
- *CLEAR TRACK* — Press the ⊗ button to remove the assignment of a track to a button.
- *NOTE BALANCE (NOTE BAL)* — In MeLOD, adjust the balance of an individual note between the left and right speakers.
- *NOTE VOLUME (NOTE VOL)* — In MeLOD, adjust the volume of an individual note.

- *PITCH* — In MeLOD, adjust the pitch of a note. When you change a note's pitch, the note's position on the Track Display adjusts to show you the new value.
- *PITCH BEND (PTCH)* — Pitch Bend bends the frequency of a sample on a channel as you record it. The range starts at 0, which represents an unaltered sound. The top of the range is 1; the bottom is -1. This range combined with the Pitch Bend Rate sets the target frequency of a sound.
- *PITCH BEND RATE (BNDR)* — The Pitch Bend Rate is essentially a cap for the max/min you can bend a sound's frequency. If the rate is set to 1, then a Pitch Bend value of 1 is the sound's frequency bent up one octave. If the rate is 2. the max/min frequency bend is +/- 2 octaves, and so on. There are 4 pitch bend rates, so any sound's frequency can be bent +/- 4 octaves.
- *SUSTAIN* — In MeLOD, adjust the duration of an individual note. The sustain value is visually represented on the Track Display by the increase/decrease of the graphic bar that represents the note.
- *TRACK BALANCE (TRK BAL)* — Adjust the balance of an entire track between the left and right speakers. Doing so nudges the balance of all notes in the track relative to their original values. When any note reaches either the highest or lowest balance setting, you can't adjust the track balance any farther in that direction.
- *TRACK PITCH* — Adjust the pitch of an entire track. Doing so nudges the pitch of all notes in the track relative to their original values. When any note reaches either the top or bottom of the pitch range, you can't adjust the track pitch any farther in that direction.
- *TRACK VOLUME (TRK VOL)* — Adjust the volume of an entire track. Doing so nudges the volume of all notes in the track relative to their original values. When any note reaches either the highest or lowest volume setting, you can't adjust the track volume any farther in that direction.

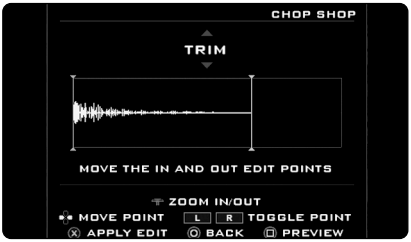
RECORDER

Use Recorder Mode and a PSP system headset to record your voice or any sounds directly into your PSP system. To access the Recorder, open the Bank Select Menu, select a bank, and then select *EDIT* ***(see page 17)***. Select a sound to be replaced in the bank. Choose *RECORDER* as the source for replacing the sound. Now you're ready to record your sound.

USING THE RECORDER

- *RECORD* — With your PSP system headset on, press and hold the ⊗ button to start recording your sample. Release the ⊗ button to stop recording.
- *PLAYBACK* — When you're finished recording, you can playback your sound and record over it as many times as you need to get a quality sample.
- *PREVIEW* — Press the ▣ button to preview the sound you have recorded.
- *CONTINUE TO THE CHOP SHOP* — From Recorder Mode, press the △ button to continue to the Chop Shop where you can edit your newly recorded sound. ***The Chop Shop section is on page 42***.
- *CANCEL* — Press the ○ button to cancel Recorder Mode.

CHOP SHOP



Use the Chop Shop to edit any sound. To enter the Chop Shop, open the Bank Select Menu, select a bank, and then select *EDIT* *(see page 17)*. Select a sound to be edited. Choose *CHOP SHOP* as the source for editing the sound. Your sample is loaded and displayed in the Chop Shop pop-up.

USING THE CHOP SHOP

- *EDITING ACTIONS* — Press the △ button to edit the sample. The Chop Shop editing actions (listed below) use edit points to define the area that will be affected. The default edit points are at the beginning and end of the sample. Press the L or R button to select the beginning or end edit point, and then press the directional buttons ←/→ to move the selected edit point to the location you want.
  - *TRIM* — Tighten up your sample, or erase noise at the beginning or end.
  - *FADE IN* — Soften the effects of pops at the beginning of your sample.
  - *FADE OUT* — Soften the effects of pops at the end of your sample.
  - *NORMALIZE* — Increase the amplitude of your sample to the maximum amount without introducing distortion.
  - *REVERSE* — Reverse your sample left to right.
  - *GAIN* — Boost or lower the sample's volume.
- *ZOOM* — For precise editing, press the analog stick ↑/↓ to zoom in/out on the waveform. Press the □ button to preview the area between the edit points. Watch the playback cursor while previewing your sample for assistance in where to make your edits.
- *FINISHING* — When you're finished editing, press the ⊗ button to de-activate editing and apply the edits to the sample.

COMBINER

Use the Combiner to mix multiple sounds to create a new single sound. To access the Combiner, select a bank, and then select *EDIT* *(see page 17)*. Select a sound to be replace in the bank with the new sound. Choose *COMBINER* as the source for editing the sound.

USING THE COMBINER

- *LOADING A SOUND* — Choose *LOAD SOUND* to load a sound into the Combiner. You can load up to 4 sounds, one at a time. When all sounds are loaded, you can preview the mix.
- *EDITING A LOADED SOUND* — You can edit the volume and pitch attributes of a loaded sound, relative to the mix. To edit a sound's settings, press the analog stick in the direction of the sound, then press the △ button. Press the directional buttons ↑/↓ to choose a setting, and press the analog stick ↑/↓ to adjust the value.
- *PREVIEWING THE SOUND* — Press the ▣ button to preview the whole mix of a newly edited sound. To preview a different sound, use the analog stick to choose the sound, and then press the ▣ button.
- *PREVIEWING THE MIXED SOUND* — Select *MIX* and press the ▣ button to preview the mixed sound.
- *MIXING* — Select *MIX* and press the ✕ button to mix your final sound. The new combined sound will replace the originally selected sound in the bank.
- *EXPORTING TO .WAV* — Choose *EXPORT WAV* to mix your sound and export it as a .wav file to the PSP system's Music Directory folder on the memory stick.

SHARING FILES IN AD HOC MODE

WI-FI (WLAN) FEATURES

Software titles that support Wi-Fi functionality allow you to communicate with other PSP systems, download data and compete against other players via connection to a wireless local area network (WLAN).

HINT: A WLAN access point is a device used to connect to a wireless network. SSID and WEP keys are types of wireless network information. They may be required when connecting to an access point or router. This information is generally set in the access point or router using a PC.

You can adjust the network settings to allow connection to a wireless local area network (WLAN). *Traxxpad Portable Studio* supports Ad Hoc mode only.

AD HOC MODE: Ad Hoc mode is a Wi-Fi feature that allows two or more individual PSP systems to communicate directly with each other.

- You are responsible for Wi-Fi fees.

SHARING FILES WITH OTHER PSP SYSTEM USERS

You can share your saved sequences, tracks, banks, songs and jams with other players who are also using PSP systems within Ad Hoc Mode wireless range.

1. On the Main Menu, select *SHARE BEATS* to initialize Ad Hoc Mode. A list of up to 16 PSP system users who are within range of your PSP system will appear on the Ad Hoc Mode Lobby screen.
   - If more than 16 other PSP system users are within range, selections are made at random.
2. Press the directional buttons ↑/↓ to select a peer to share your file with, and press the ⊗ button to connect to the user.
3. A "waiting" message will appear while the queried user decides *YES* or *NO* and responds to the sharing invitation.
4. If the answer is *YES*, the File Type Select screen appears. From this screen, choose the type of file you want to send, and press the ⊗ button.
5. When the Load screen opens, select the actual file you want to send, and press the ⊗ button
6. The queried user will be asked to accept the file. When that user press the ⊗ button, the file will be transferred.

- For optimum connectivity with other PSP system users, set the Ad Hoc Mode Network Setting on your PSP system to *AUTOMATIC*.

TROUBLESHOOTING

- ***What's the difference between a normal and a sustained sound?***

  A normal sound plays from start to finish and stops. A sustained sound includes a loop point that allows you to play it continuously without stopping. To sustain (continuously play) a sustainable sound, press and hold the channel button configured to the sound. The sound will play for as long as you hold the button.

- ***Why don't Note Volume and Note Balance settings affect the note I am recording?***

  Note Volume, Note Balance and Pitch only affect the selected (flashing) track. Open the Channel Select Menu and select the track whose volume you want to affect. Notice that the newly selected channel is now flashing. When you record notes, they are recorded at the volume setting set in the Multi-Function Display.

- ***How do I delete a sustained sound?***

  To delete a sustained sound, you first need to jog the Playback Head over the sound's first square in the Timeline. Then press the channel button assigned to the sound to delete it. If you try to delete a sustained sound with the Playback Head over a square somewhere in the middle of the sound, you will cut the sound short and record another one.

- ***Why can't I record during playback?***

  Make sure the red Record light is blinking during playback. If it's not, press and hold the SELECT button for two seconds to toggle Record on. Tapping the SELECT button only toggles play and pause. To record, you must also see that the red Record light is on, in order to have your button presses register.

GLOSSARY

balance	Controls how much of the sound is played by each speaker. At one extreme you can have the sound play only in the left speaker; at the other extreme, only in the right speaker. Each note can have its own balance value.
bank	A set of 8 sounds. Each sound is mapped to a channel (△, □, ○, ✕) and that channel is part of a channel group (A or B). You can swap banks in the Bank Select Menu or load new ones. You can even edit individual sounds in banks to create your own sound.
beats per minute (BPM)	Master tempo is expressed in beats per minute. This setting changes the playback speed of the whole sequence.
channel	One button with one sound assigned to it, visually represented by a horizontal row on the Timeline Grid. You can select individual channels so that you can do things like control their volume or balance. There are 8 channels in a sequence.
channel group	A set of 4 channels. There are two channel groups, A and B, in Traxxpad Portable Studio. A channel group consists of 4 sounds mapped to the 4 buttons (△, □, ○, ✕).
jam	A jam is two sequences and 8 channels looping. It also contains the banks that the sequences and channels use. Swap between the 2 sequences while jamming over the top of them live with the channel buttons.
Loop Point	The red line in the Timeline Grid. When the Playback Head has crossed the Loop Point, the beat has looped.
note	The recorded attributes of your sound. It stores the information of when to play a sound, and other attributes such as what volume, balance, and pitch to play the sound at. It appears visually as a colored square filling one of the Timeline Grid's squares.
octave	An octave is the interval between one note and another note with 1/2 or 2 times the first note's frequency.
pitch	The frequency of a sound. The pitch bender in Traxxpad Portable Studio allows you to change the pitch of a note to make it higher or lower.
Playback Head	The yellow line in the Timeline Grid. When the Playback Head crosses a recorded note, it will play that note with all the properties that have been recorded.

quantization This allows Traxxpad Portable Studio to keep you on beat, by setting the notes you record to precise timeline grid squares even if you do not press the button at that perfect moment. For example, if you have the Quantizer set to 1/16th, when you record your button presses, the program will move the notes to the nearest 1/16th grid square to ensure that they are on the beat.

sequence Eight channels looping, and the recorded notes they contain. A sequence also contains the 4 banks that were loaded in the Bank Select Menu when the sequence was saved. A sequence is created in R.T.I.S.T., but can also be used in MeLOD for finer editing controls, in S.T.A.C. to be sequenced together to make songs, or in MyXxer to be jammed over live.

song A song is 4 channels that have sequences assigned to them and the banks that those sequences use. Songs are created in S.T.A.C. by sequencing together sequences in the Timeline Grid. You can even save songs as MP3 files to share with your friends.

sound A single sound file. Sounds appear in Traxxpad Portable Studio in groups of 8, called banks. Sounds are triggered by pressing the △, □, ○, ✕ buttons.

swing Swing is a rhythmic device in which the duration of the initial note in a pair is lengthened while the second note is shortened.

Timeline Grid Traxxpad's screens are composed of horizontal channels of grid squares stacked on top of each other to form the Timeline Grid. Each empty square represents a place where you can record a note. In R.T.I.S.T. the grid is divided into bars, beats, and notes. For example, in a 4 bar loop you have 4 bars, indicated by the thick white lines. Each bar has 4 beats which are indicated by the thin white lines. Each beat has 8 grid square divisions that you can record notes into.

track A channel and the recorded note data that the channel contains. A track does not save the bank that was mapped to the channel, it only saves the note data. When you load a track to a channel, it will play whatever sound is currently assigned to that channel. You can create tracks in R.T.I.S.T. and MeLOD and load them in S.T.A.C. to sequence into SONGS, or MyXxer to loop them and jam over them live.

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